

DIME NOVEL ROUND-UP

A monthly magazine devoted to the collecting, preservation and literature of the old-time dime and nickel novels, libraries and popular story papers.

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Whole No. 356



DIME NOVEL SKETCHES NO. 33

WAR LIBRARY

413 issues from September 16, 1882, to Aug. 9, 1890. Published weekly with black and white pictorial cover; size approximately 12x8½ inches, 32 pages. "Original Stories of Adventure in the War for the Union" was the runner beneath the masthead and a more apt description of the contents cannot be made. Beginning with No. 85 the library reprinted earlier stories intermingled with new stories.

The Merriwells — After Tip Top

By J. Edward Leithead and Gerald J. McIntosh

(continued from last issue)

Another Merriwell short story, Frank Merriwell's "Madness," 13 pages, in Wide Awake Magazine, date of March 10, 1916. Still out west. It looks like Cook as author.

Frank Merriwell, with John Swiftwing and Doc Fisher, is in the town of Santa Ysabel, south of Taos, New Mexico. Frank has been developing the Potiphar Mine, preparatory to turning it over to the new owners for operation. Swiftwing and Fisher have been assisting him, Swiftwing in particular, having come down from his home at Taos. Frank was helping out Swiftwing, his former athletic chum, who was more or less slipping back into his Indian way of living after his splendid college and athletic career. Fisher is more or less practicing medicine.

Frank sends Swiftwing to the mine in a car with a small payroll, to pay off some of the laborers, who will not be needed longer, now that the mine nears completion. Swiftwing is held up and robbed, en route, by Pedro San, a half-breed bandit of Santa Ysabel. Keeping the money on his person, the bandit gets the helpless Swiftwing into town and conceals him while a festival is on.

Frank Merriwell plays "mad" and enters the village in search of Swiftwing. Fisher follows him and makes an

effort to treat him for his condition. Frank advises Fisher what he is playing for and Doc helps out. Swiftwing is found and freed by Merriwell, but a big fight with the natives is in prospect after Frank has attacked the bandit and recovered the payroll money, which Pedro San still has on him.

It seems that they will lose out until hoofs are heard and troops from nearby Fort Barranca put in a timely appearance. Sergeant Tanner, an old friend of Merry's, learned what was going on in the village and got orders to ride to Frank's aid. Frank's "madness" saved the day.

And now, the final story of Chip Merriwell at Fardale. We here bid good-bye to all of Chip's chums at the old school. They won't appear any more. This is another short of 13 pages, Frank Merriwell, Jr.'s Coup, published in Wide Awake Magazine, dated March 25, 1916.

Chip Merriwell visits his Fardale student friend, Billy Mac, at Billy's home in Carsonville, near Fardale. While there he is challenged by Bully Carson for a game with the "Carsonville Clippers," of which Bully is pitcher and more or less manager, though Bully's father, Col. Carson, "owns" the team. Chip is surprised at himself for accepting the challenge, wondering why he was led to play with such a

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bunch when Bully Carson has been such an enemy of his.

The game is arranged, Chip calls up Owen Clancy, telling him to round up a team and come to Carsonville. Meanwhile, Bully Carson plans to abduct Chip (oh, no, not another kidnapped ball player!) and hold him in an old deserted cabin near town to keep him from pitching for Fardale. If Fardale loses, Bully and his father will clean up on bets. Bully also meets a stranger in Fardale, who turns out to be a semi-pro pitcher and agrees to hire him to pitch for Carsonville while Merriwell is a prisoner.

But Chip is rescued by his chums. He dons a "Rube" disguise to fool the Carsonville players and goes in and wins for Fardale. Chip thinks the opposing pitcher, the stranger, has a face he has seen on a "wanted" placard, and has notified Constable Zenas Gale to come with the team. Gale arrests the strange pitcher after the game. Bully Carson failed to show up at the game, so the man is taken to Col. Carson's home, some money having been found on him that the colonel believes came from his safe. At the Carson home, Bully is found trussed up. The pitcher—Jack Wexford, a burglar with baseball in his blood—had robbed the safe and tied Bully up. The colonel and Bully admit they have been beaten again by Chip Merriwell (and for the last time).

Still another short story, 12 pages, in *Wide Awake Magazine*, dated April 10, 1916. Title, Dick Merriwell's Ruse.

Dick Merriwell, Brad Buckhart and Old Joe Crowfoot together in Old Mexico at the town of Presidio, just below the Border. Dick has been seeing about some matters at the nearby Topaz Mine. They are through with their mission down there, apparently ready to depart. Another tale of a Merriwell in revolution-torn Mexico, the period 1915-1916. A Revolutionist leader known as El Diablo (The Devil) has been captured and is in the Presidio jail. It develops he is Eugenio Duranzo, Dick Merriwell's old enemy of the revolution he took part in in Valdivia. Carranza troops caught El Diablo.

The jail is stormed, presumably by the Yaqui Indians and Mexican bandits that El Diablo commanded. But it turns out the raiders are American cowboys from a ranch just across the Border, a ranch El Diablo had attacked and killed some cattle and driven away others. The cowboys are out for revenge, and having captured El Diablo, intend to hang him. Brad Buckhart, separated from Dick and Old Joe, follows the cowboys, thinking they have an American they plan to hang, and determined to rescue him if possible. Dick and Old Joe follow, and by a ruse rescue Brad, who is in trouble, and recapture El Diablo. The ruse is accomplished with a talking parrot that belonged to El Diablo. Dick and Old Joe, with the parrot, lure the cowboys away from the spot where El Diablo is held, release Brad, make El Diablo prisoner and return to Presidio, outwitting the cowboys. Cook once again.

For Dick Merriwell's previous adventures with Eugenio Duranzo in Valdivia, the South American Republic, see old *Tip Top* Nos. 816 to 823 inclusive, and for another escapade with him in the American Southwest, see *New Tip Tops* No. 101, 102, 103. Patten authored the 8 stories in *Tip Top*, Cook did the 3 in *New Tip Top*, and also this last short story, the last Merriwell tale in which Dick Merriwell, Brad Buckhart and Old Joe Crowfoot are together, and also the last in which Dick is featured in the title of a story.

It ends the Merriwell stories altogether for a period of about 11 years. The next series appeared in *Street & Smith's Sport Story Magazine* in 1927-1928. Dick, Brad and Old Joe are about finished, though they appear much later briefly. One disappointing thing about dropping Dick is that June Arlington, his sweetheart, likewise vanished into the mists of time without ever becoming Mrs. Dick Merriwell. All old *Tip Top* readers expected them to marry in the stories eventually. It is too bad that the writers following after Gil Patten allowed this romance to lapse into such an unhappy ending. But there will be more stories of Frank Merriwell, Senior, and young Frank . .

just wait for 11 years to pass.

On the front page of Ralph P. Smith's Happy Hours Magazine for July-Aug. 1926, under the heading, "Burt L. Standish Takes Up the 'Merry' Pen Again," is reprinted a letter to Ralph from A. L. Session, Editor of Street & Smith's Sport Story Magazine. It is dated May 25, 1926, and says, in part, "Your letter urging to revive Frank Merriwell in Sport Story Magazine, was received just as we had concluded arrangements with Mr. Patten for a new series of the stories. So you see we are on our way toward carrying out your suggestion."

Ralph worked hard to bring back Merry. He was always mentioning the Merriwells in his hobby paper, Happy Hours. In this same issue with Mr. Session's letter, he urged Brotherhood members:

"Watch the newsstands. Watch Sport Story. The minute you see Frank's back gain, hustle off \$3.00 to the publishers for a year's subscription. Write a letter to the Editor. Tell him that we appreciate his test of value of Merriwell in Sport Story."

Yes, Ralph certainly did his part to bring Frank and Dick to life again. On the front page below this appeal is the very timely estimate of Gilbert Patten by another of the experts, Ralph F. Adimari:

"Burt L. Standish is the greatest dime novelist of them all. Since five years ago, I have compared him with the best, and his genius shines more brilliantly than ever. He is beyond criticism, as all great men are. You cannot put your hand on the fine touches. You must read the stories. He has everything a master should have. Yet, if I were to hammer the typewriter all day, I couldn't begin to tell you how great, how masterful, his Merriwell stories are!"

It took Patten awhile to resurrect the Merriwells; it would, after a lapse of 11 years. The new series opened with a two-part story in Sport Story Magazine, dated April 8 and 22, 1927, the title, Young Frank Merriwell.

Let us hear comment on this from one of the experts. Ralph Smith said

in his Happy Hours Magazine, May-June, 1927:

"Just 31 years ago, in April 1896, the first story of Frank Merriwell appeared in Tip Top Weekly. Now, on April 8, 1927, appears the return of the popular Merriwell stories, by the author who wrote the first one. It is the same Merriwell of old, although it is his son, and although the story is cast in modern surroundings, with fast auto cars and radios. The school is not Fardale, however. Young Frank, it appears, has been expelled from the military academy of his sire's youth, and has developed some of the tendencies of modern youth, the son of rich parents. It is a good story, however, and through it all can be seen the master hand of Gilbert Patten whom we used to know as Burt L. Standish. It appears to the writer that 'Burt L.' was not entirely satisfied with the way his successor carried on the Merriwell series after he quit, for young Frank has a new set of friends, is not called 'Chip,' and is not the same boy at all that we followed in New Tip Top. It is all just as well. There is no discrepancy noticeable in the transition, however. Patten disposes of Frank, Jr.'s adventures at Fardale easily and treats him as he intended treating him, were he, himself the author of the New Tip Top stories. He now comes to us the somewhat spoiled son of the great Frank Merriwell, and we will see how he develops under the old master. When, later in the series, old friends of our youth are introduced, you may be sure, at least, they will look as they used to look and talk as they used to talk. Throughout the story of YOUNG FRANK MERRIWELL is evident the old good humor and character drawing that for so many years made the Merriwells America's youthful models."

The late Harold C. Holmes, another expert, had this to say about the first story at a much later date than Ralph Smith in Dime Novel Roundup, September 1937:

"The next Merriwell story was published in Sport Story Magazine for April 8, 1927 (and April 22, 1927), a two-part story, titled YOUNG FRANK

MERRIWELL. Frank Merriwell, Jr. has been expelled from Fardale Academy for a fight he had with the athletic director, and this story is of his life at Clifton Academy. In this story are introduced two characters that became very prominent in much later stories: Kirk Barget and his sister Cynthia. It seems funny to read Merriwell stories up-to-date. Cynthia was a typical 'wise flapper' and Frank was a full-fledged 'crack-wise guy.' But what a throwback to old Tip Top No. 2. Cynthia goes out horseback riding and is endangered by an approaching train. Frank rescues her, but does he do it from horseback like the original Frank? Oh, no, he uses his 'tin Lizzie.' (Note: front cover of this Sport Story shows Frank out of his car and grasping the horse's bridle). "Story (2nd part) closes with a football game between two of the dormitories. This was quite an interesting story."

A few words here about young Frank Merriwell and the various names he was known by, owing to an incident in the above story: Old Tip Toppers know he was born in Tip Top No. 530, Frank Merriwell's Son, and named Frank Hodge Merriwell, and was therefore Frank H. Merriwell, Jr.—the senior Merriwell being Frank (Harrison Merriwell. In Tip Top No. 808, Frank Merriwell's Boy, he was referred to as a "Chip of the Old Block," and so when he took over at the start of New Tip Top, he was "Chip" Merriwell on down to the present. As a result of a fast dash with a football, in which he eluded all pursuers, in the new story YOUNG FRANK MERRIWELL, he was dubbed "The Flash" and will be called this in later stories.

Second of the new series in Sport Story was a two-part story, Frank Merriwell's Exiles, dated July 22 and Aug. 8, 1927.

Ralph Smith, in his Happy Hours Magazine, Sept.-October, 1927, said of it:

"The second of the new series of Frank Merriwell stories has been completed in Sport Story Magazine. This time it deals with the adventures of

Frank Merriwell, Senior. It is not a continuation of the Merriwell series, nor is it a reprint. It is a new story, but is a throwback to the time of Frank's first summer vacation after entering Yale.

"In the story it speaks of the 'Yale Freshman,' who is to return to Yale a 'Sophomore.' This definitely places the story for us. Let us see what Tip Top did with this same period of Frank's life. In No. 52 we find Frank has just concluded his first year with a 'Dash Against the Field.' In No. 53 we find the celebrated race across the continent on bicycles to commence. At its termination, the boys form an athletic team and trace their way back to Yale, playing games en route. As soon as they get back, he enters Yale again. Where, then, does our Frank find time to manage a boys' camp that summer." (Note: in this new one he has 12 boys at Camp Merricamp on Loon Lake, deep in the Maine woods). "Something is wrong here somewhere. Evidently the author has got Dick and Frank confused, as witness: 'His boyhood training in the woods had equipped him with Indian Tricks'—page 20. We all know Dick was the one who had the boyhood training in the woods. Frank is then said to relate, on page 24, 'Some of my boyhood friends were Indians. I am an adopted brave myself—'Strong Heart' was the name given me.' It is true 'Strong Heart' was the name given Frank, but this honor was conferred on Frank by Old Joe Crowfoot in or about No. 275, when Frank went West looking for his brother, after his graduation from Yale. It is true a good story may be based on historical improbabilities, but in this case it could easily have been avoided. Why couldn't the author have stated simply on page one, in the first paragraph: 'Frank decided to take his Athletic School in the woods.' From this point on, the story could be an actual continuity of the Merriwell series, with Frank his present age, and all the action and incidents that followed would have been natural and chronological. It seems somewhere, Frank's New Idea, the Athletic School,

has been given the go-by. And, incidentally, what, oh what has become of the Merriwell Company? Let us see what happens in the next story, which is to be of Frank at Yale."

Harold Holmes, in Dime Novel Roundup, Sept. 1937, said of Frank Merriwell's Exiles: "This story was in two parts. Drops Frank, Jr., and goes back to his father's college days. Frank, Sr., has just completed his Freshman year at Yale. A boy of Frank's acquaintance is going to enter Yale in the fall. This boy has gone 'Jazz age' and the boy's father gets Frank to take him to a lake for the summer. Companions of the boy join up until Frank has 12 under his care. It is a story of water sports and the robbery of the receipts of a water carnival. A mediocre story."

Gerald J. McIntosh, co-author of this article and a top Tip Top expert, said of Frank Merriwell's Exiles: "There are some remarkable inaccuracies about the early career of Frank Merriwell in this story, they are very plain, indeed, and distract the interest of those old timers who had read the early Tip Tops."

Comment of a not-too-expert Merriwell fan—me, Leithead: How can we believe Patten wrote that second story? It seems impossible he could make so many errors. He'd know they'd be spotted by his oldtime readers and spoil the story for them. (Just as Richard Wormser, who wrote the 40 long novels in Nick Carter Magazine—and the "Nick and Patsy" shorter ones in later issues, besides—made Nick a chain cigarette-smoker when I'd always known him as a veteran cigar-smoker. And Nick's father was also Nicholas, he said; but I knew better. Sim Carter was Nick's father in "The Old Detective's Pupil" and forever after. But the new author retained Fred Dey's nickname for Nick, "The Little Giant", and eventually brought back Chick Carter and Patsy Garvan as his assistants, and even Rovy, the circus-trained girl detective who graduated from Nick Carter's detective school in early nos. of Nick Carter Weekly).

Third of the new series in Sport

Story was a two-part story, Frank Merriwell's Secret, dated Sept. 8 and 22, 1927. (Note: In the old Tip Top, Nos. 86 and 171 were both entitled Frank Merriwell's Secret. However, those two were by Patten, and I feel sure the one following was not).

Here's Ralph Smith's comment on it in his Happy Hours Magazine for Nov.-Dec. 1927:

"In this story we find Frank interested in a horse while a student at Yale and a member of the baseball team. It is a good story but full of errors which could have been avoided had the author taken the trouble to read up on the period of Frank's life of which he writes. They are all minor things which to the new reader would have no bearing on the story. We find Browning is Frank's room-mate, and Hodge has little to do. In fact they have benched him and Browning is catching the balls thrown by the Yale pitcher, Merriwell. Formerly, as I recall the series, Hodge was about the only one who could go behind the bat and do justice to Merriwell's pitching. In fact, without him, Frank was not at his best. However, he is very successful with Browning as a catcher. A new crop of enemies have sprung up which were not in evidence in the original Frank Merriwell at Yale series. They lack the wallop of the villains portrayed for Frank to battle with twenty-five years ago. Historically, the story is all at sea. We see Frank get a letter from brother Dick, who is at Fardale. Frank is still at Yale. The unfortunate mistake here is that Frank never knew he had a brother until after Frank graduated from Yale and opened the contents of that 'Oil Skin Envelope.'" (See Tip Top No. 274, Frank Merriwell's Surprise, or, The Contents of the Oil Skin Envelope). "Browning has displaced Hodge as Frank's room-mate for no apparent reason, and several other combinations and conglomerations mar the story in the lives of us old timers."

The late Ray Caldwell, another Merriwell expert, agreed with Ralph Smith, his comment coming later, in Happy Hours Magazine for May-June, 1930.

He said in part:

"Then several years ago, I learned that Burt L. himself was going to write a new series of Merriwells for Sport Story Magazine, so I got the copies as they were issued and when I had read the first one of Young Frank Merriwell at Clifton Academy, I said it does read like the old Frank M., but later when the others came along about Frank, Sr., at Yale, mentioning Browning, Diamond, etc., they were a disappointment. About the only resemblance they had to the old stories was the use of those few names. Big, lazy Bruce Browning was put in as Frank's roommate and catcher on the Yale team, in place of Bart Hodge, who had always been Merry's bosom friend and roommate, and the only fellow who had ever been able to hold Frank behind the bat. All the other characters were entirely different. In one of these stories Frank received a letter from Dick at Fardale. This was impossible, because Dick was unknown until after Frank had graduated. In all the years the original series ran, I don't recall a single error of this kind. In fact, it was this reason which made them last so long—they all keyed together from start to finish."

Harold Holmes made the following comment in Dime Novel Roundup for Sept. 1937 about Frank Merriwell's Secret and the two stories that followed after it, Frank Merriwell's Enemy and Frank Merriwell's Polo Team:

"The next three stories were each in two parts, F. M.'s Secret, F. M.'s Enemy and F. M.'s Polo Team. It was really one very long story, scene laid at Yale, and had much of baseball, and the continuing feature through the six issues was Frank's training of his polo pony and the efforts of his enemies to make it miserable for him. Frank rooms in Durfee and his pals include Bruce Browning, Harry Rattleton, Jack Diamond and Bart Hodge. But contrary to the real Merriwell, Hodge is the least prominent of any of his friends. Very commonplace stories."

Gerald McIntosh said, "In this last instalment (of Frank Merriwell's Secret) Frank gets a letter from his bro-

ther Dick at Fardale. This is a gross inaccuracy. In this story Frank is a Sophomore at Yale, and old Tip Toppers know Frank didn't even know he had a brother until after he had graduated from Yale."

Comment by yours truly, Leithead: While Gil Patten probably wrote YOUNG FRANK MERRIWELL, whatever happened after he wrote that one, it couldn't have been he who made all those errors about his own brain-children. Shortly I'm going to make a guess (and tell you on what I base it) about the identity of the author who wrote these later stories.

Fourth of the new series in Sport Story was a two-part story, Frank Merriwell's Enemy, dated Oct. 22 and Nov. 8, 1927.

This is a continuation of Frank Merriwell's Secret, relating to further dirty tricks of Craig Winslow (in the previous tale) against Merry, in an effort to disgrace him at Yale. Frank continues the training of his polo pony, "Princess." The errors that Patten couldn't have made pile up in this one: Bart Hodge has become Bart Hodges and contrary to character in old Tip Top, "is a man of very few words." And Jack Diamond, presumably because he is a Southerner, a Virginian, has been dubbed "Dixie" Diamond by Bruce Browning.

In Happy Hours Magazine for Jan.-Feb. 1928, Ralph Smith said: "Frank Merriwell's Enemy, Sport Story, Oct. 22 and Nov. 8, is the latest Merriwell to appear in this magazine. Apparently more than one author is now engaged on the series, for in this story Bart Hodge has become Bart Hodges. Probably this will not spoil the story for the new readers, but the old timers are not satisfied with the new series."

Indeed, "the old timers were not satisfied."

When the fifth two-part story, Frank Merriwell's Polo Team, appeared in Sport Story, March 8 and 22, 1928, it concluded a Merriwell trilogy that had begun with Frank Merriwell's Secret.

With the polo game with Grafton, first of the season, a short time off, Frank visits the stables where the polo

ponies are quartered and is dismayed to find "Princess" skittish. Investigation reveals that some scoundrel had put acid under the blanket of the beautiful mare, which incapacitates her for the polo game.

Craig Winslow, forced to leave Yale by Frank, goes up to the Maple Point Country Club and gets a job in the gambling room dealing cards. He is followed up there by Tod Kramer (a blackmailer, hounding Winslow). Kramer intimates to Winslow that he is going to "doctor" Frank's mare, which sets Craig to thinking seriously. Comparing Kramer to Merriwell, Winslow undergoes a "change" toward Frank and goes back to Yale immediately. He sends Frank an anonymous letter, advising him to watch his polo pony. But Kramer has got ahead of him, the "doctoring" already has been done. After robbing Winslow's room, Kramer is caught in the chemistry room, trying to steal more acid. Frank overpowers him after a violent struggle, but he escapes without Frank and the professor being positive who it is, though they know he has red hair.

With the polo team he has organized at Yale, Frank, after a hard battle, defeats the Grafton team, made up of former Yale men. This is particularly pleasing to Frank, although he had to ride another horse than his black mare, "Princess." He is still looking for the man responsible for those acid burns on the polo pony. While shadowing Winslow, he sees Winslow doing the same thing, trailing a rough-looking fellow from a drug store (where acid may be bought). Merry traces both to the stables. When he arrives, a groom has already laid out Winslow, tried to do the same for a red-headed man who, however, escaped. Frank believes that Winslow was in on the dirty deal to injure the black mare, though Craig denies it surlily.

The big game of the season is coming up that afternoon, the game with Brookfield. Winslow is held a prisoner in the loft of the stable while the game begins. He observes the redheaded Kramer easing back to the unguarded stable. Kramer has a knife, intends to

hamstring the mare. Winslow, desperate, escapes from the loft in time to save the horse and hangs onto Kramer this time. Frank rides his black polo pony in the last part of the game. Winslow expresses regret for all he has done against Frank, though he says he will leave Yale and join his father in the contracting business, they part friends.

Bart Hodges is in it again, and I want to mention something which surely isn't just a coincidence. There is a character in this story, a new Yale student, named Deane Berkeley. There was a character of the same name, except that the final "e" of the baptismal name was left off, in New Tip Top No. 1. If Deane Berkeley—the combination of names is unusual—had been a regular character in New Tip Top and these later stories, used by every writer who contributed to the various magazine series, it might not be possible to even guess who had thought up that name. But apparently the name appeared in only two places, and since John H. Whitson did some of the earliest New Tip Tops, it seems quite likely that he invented "Deane Berkeley," and wrote all the Sport Story "Merriwell" series but YOUNG FRANK MERRIWELL. He'd already done school stories, writing the whole All-Sports Library; he was better fitted to do this type of story than Cook or Rathborne (I'm not sure about Wm. Almon Wolff), though Whitson was no Gil Patten in handling stories of athletics. Maybe he didn't "brush up" on old Tip Top characters too carefully, either, hence the errors we've noted.

I think Whitson kept right on doing the two-part stuff, that the sixth of the series in Sport Story, Frank Merriwell and the Ivory Hunters, dated June 22 and July 8, 1928, was his.

If you haven't read this tale, you could be excused for thinking, from the title, that it was a story of a safari after elephant tusks. Here's what Harold Holmes said in Dime Novel Roundup, Sept. 1937, concerning it: "I couldn't understand the title of the story at all till I had read it. It is a slang phrase meaning a Scout for

professional baseball players. The story deals with baseball and the efforts of a gambling gang to cash in on a professional who entered Yale as an amateur. Story fair."

The story is, as Holmes said, of baseball at Yale. It centers around Forrest Morton, who is an enemy of Frank Merriwell. He is a Yale student and a good ball player, but is tight-lipped about his past playing. He is SO good that Frank and the coach suspect he has played pro ball. To get the facts if he can, Merry goes to New York. He finds out that Morton not only had played professionally but was in bad odor for gambling. His purpose at Yale is to get on the team and throw some of the games, that he and his gambler friends may "clean up" on Yale losses. Morton gets so sore at Frank he quits Yale and joins his gambler pals at a nearby resort, and they plot Frank's downfall. (To show the kind of player Morton was, he made an unassisted TRIPLE PLAY in practice).

In the story, Yale defeats, in order, Brown, Dartmouth, Cornell, Princeton, Williams and Harvard, with Frank and Sidney Vail doing the pitching. The whereabouts of Morton is a mystery, but he has secreted himself at a farmhouse on Long Island. Frank and most of his chums (we still have Bart Hodges with us) have recently joined the Yale Flying Corps. Morton plans to damage Frank's aircraft and cripple or kill him when he takes off. "Gordon Grolier" is the name he went under as a professional and an associate of the gamblers. Yale has won the Eastern Collegiate Championship and a game with Stanford, of California, is coming up to decide the National Championship.

For a while it seemed that his enemies would be able to keep Merry from the big game of the year. He found himself in the worst predicament of his life, so far as personal safety was concerned. As a member of the Yale Flying Corps, which had been organized earlier by Frank himself, he and Bruce Browning, in Frank's own Fokker, take off for Roosevelt Field, to take part in "Air Maneuvers" on

Long Island. There are several planes in the party. Frank's Fokker develops "trouble," the tank starts leaking and catches fire. Frank and Bruce have to bail out in their parachutes. They land on the Sound in a fog and almost drown, Bruce being all in, but Frank aids him and they get to a miry coast.

There, at the farmhouse where Morton was staying, Frank and Bruce discover him in an argument with his cousin, "Birdie" Daniels. The night previous Morton had slipped into the hangar and damaged Frank's Fokker. Struck with panic and remorse, Morton admits the act. Frank agrees not to divulge this if Morton will confess to the gambling "Ivory Hunters" attempts to disorganize the Yale team by offering them professional contracts. Morton is glad to do this. (Note: This is not Frank's first "flying experience," as in the old Tip Tops he had some air adventures; which, of course, came later in his life—as in this story, he is supposed to be a Sophomore or Junior, a throwback story at Yale).

Outside of the flying episode and his close call in parachuting from the burning plane, the highlight of this story is the game with Stanford near the end, in which Frank, in his best form, pitches and bats Yale to a victory over Stanford in a real Merriwell finish. The best described ball game of the magazine series. But not Pat-ten.

Seventh, and last, two-part Merriwell story in Sport Story Magazine was Frank Merriwell and the Gamma Gang, dated Sept. 8 and 22, 1928. John H. Whitson, I believe, still writing 'em.

Harold Holmes commented, in Dime Novel Roundup, Sept. 1937:

"F. M. and the Gamma Gang was a two-part story. Baseball. A tough frat ruining a promising pitcher. A robbery of the museum, train wreck on the way to play Brown in Providence, and Frank's adventures in the Yale Aviation Unit. Story only fair. This completed the stories in Sport Story Magazine, 14 different issues—7 complete stories. In the stories laid at Yale, almost without exception the street

names, buildings and other locations are fictitious."

Baseball at Yale. Frank is still a Sophomore or Junior, we are unable to tell which. Yale defeats Columbia with Frank pitching. He is having to do most of the work. He and the coach are trying to develop a pitcher in Winston Sudley, who is jealous of Frank. Sudley is a member of the Gamma Gang, a tough outfit at Yale on the "frat" order, who are dedicated to the job of downing Frank Merriwell. The University Museum is robbed, Sudley tries to implicate Frank, owing to Frank's interest in the museum.

In the University boxing tournament, Merry knocks out Sudley, who is guilty of trying to foul Frank. Bart Hodge (no "s"?) also beats his man at boxing. Sudley comes back to the ball team and his playing is so good he is suspected of having some kind of device to control the ball, a mysterious ring that was stolen from the museum. He is watched by Frank and the coach and other players.

After being knocked out by Frank, whom he tried to injure so Frank couldn't pitch against Brown U., Sudley comes back to practice but goes to pieces and leaves the field. He is about to be picked up as a suspect in the museum robbery of valuable jewelry. On leaving the ball field he goes to the room of the real thief, and they plan to implicate Merry by planting some of the stolen stuff in Frank's handbag. This they do, and Frank is arrested on the train to Providence by the detective on the case.

The train is wrecked on the way to play Brown U. and Sudley is trapped in the wreckage. Nobody will volunteer to attempt his rescue until Merry steps up. Sudley, grateful, ashamed, comes through with a confession to Frank. The real crook, also on the train, is killed in the smashup. Sudley goes to the hospital.

The Yale players proceed to Brown University for the game. It is a thrilling one, and Frank wins for Yale, using his famous "Double-Shoot." A freak play occurs when the ball gets lost in the shirt-tail of a Yale player, who

dashes home with the winning run.

A new series of five Merriwell stories was published in *Fame and Fortune Magazine*, owned by Street & Smith (once a 5c weekly owned by Frank Tousey). The magazine (and, for that matter, the nickel weekly also) featured stories of boys who made money, a lot of the stories with a Wall Street background. Young Frank Merriwell came to Wall Street to start in business for himself after having spent two years at Yale, which, by the way, was never recorded that we know of.

First story in *Fame and Fortune* was *Frank Merriwell Tackles Real Estate* (Jr. not Sr., though you wouldn't know from the title), a novelette of 32 pages, 2nd November issue, 1928.

Ralph Smith comments on this story in *Happy Hours Magazine* for Nov.-Dec. 1928:

"Frank Merriwell, the hero of *Tip Top*, *New Tip Top*, *Tip Top Semi-Monthly* and *Wide Awake Magazine* has done considerable jumping about. His latest success, of course, is in *Sport Story*, but his newest venture is in the new *Street & Smith Magazine*, *Fame and Fortune*. He appears in the Second Nov. number in *Frank Merriwell Tackles Real Estate*, which is a story of Frank Merriwell, Junior."

And I quote Harold Holmes on the same story, in *Dime Novel Roundup*, Sept. 1937:

"The next Merriwell story was in the *Fame and Fortune Magazine*, 2nd Nov. number, 1928, entitled 'Frank Merriwell Tackles Real Estate.' Story goes back to Frank, Jr., who has left Yale after completing two years, though as yet there has never been a story about him at Yale. He comes from Bloomfield to New York with \$50.00 in his pocket to make good on his own. After plenty of adventures he gets a job selling real estate. Pretty good story."

Second story in *Fame and Fortune* was *Frank Merriwell and the Wall Street Wizard* (Junior again), a novelette of 34 pages, 2nd Dec. issue, 1928.

Below is what Ralph Smith said of this one in his *Happy Hours Magazine*

for Jan.-Feb. 1929:

"In Street & Smith's newly acquired Fame and Fortune Magazine appear the latest adventures of Young Frank Merriwell. It seems young Frank has decided to hit it off for himself, much after the fashion of his father, and has left Yale and entered the turmoil of the New York markets. His first fling is at real estate. His next is in the stock exchange. They make good reading, these new stories, and are nearer the old type Merriwells than any of the others recently published. The author shows more familiarity with his subject, even with Frank's middle name 'Hodge,' and with the star on Frank's shoulder—birth mark recorded way back in Tip Top when he was a babe in arms. (See Tip Top No. 530). A few of the old characters introduced in a way that would show his familiarity even plainer would make this new series quite OK."

Quoting Harold Holmes in Dime Novel Roundup, Sept. 1937:

"Next was in the same magazine—Fame and Fortune—F. M. and the Wall Street Wizard. The real estate firm Frank, Jr., was with got into financial trouble and Frank got a job selling bonds in a brokerage house, and he exposes his boss as a swindler. Story was OK."

It is Frank, Jr., in the third story in Fame and Fortune, Frank Merriwell in the Curb Market, 34 page novelette, First Feb. issue, 1929.

Frank, Jr., still in Wall Street and with the Robertson Co., apparently still using the name of Hodge in conducting his sales business. Brad Buckhart comes by to see him, after having visited Frank, Senior and Dick Merriwell elsewhere. This is Buckhart's first appearance in Fame and Fortune and last in the Merriwell series. He is now near middle age, his talk is Southwestern dialect and HE SMOKES CIGARS. Brad brings to Frank, Jr., the story of an oil field development in Texas. It sounds so promising Frank quits his Robertson Co. job and goes to selling stock in the oil company. But the bubble bursts and the stock is declared worthless. Frank goes to Tex-

as; he and Brad investigate the oil field at first hand, finding that a trick has been worked and there is actually no oil despite apparently good prospects. But Frank, with his limited knowledge of geology, discovers helium gas in the well, which results in a reorganization of the company, and all the purchasers of oil stock "get-rich-quick."

(Note: When the bubble burst in Wall Street, young Frank was arrested for the first time in his life but released in \$5,000 bail posted by his former employer, Mr. Robertson, and later cleared of any wrongdoing in the sale of stock in which he and Buckhart had been so confident).

Ever faithful to the Merriwells, Ralph Smith said in Happy Hours, Mar.-April 1929: "The Fame and Fortune Magazine, 1st Feb. number, Frank Merriwell in the Curb Market, brings Brad Buckhart on the scene again."

Frank, Jr., again in the fourth story in Fame and Fortune, Frank Merriwell's Lucky Dollar, 35 page novelette in 2nd April issue, 1929.

Frank finds a dollar bill lying in the street as he walks in Wall Street. It turns out to be the theme of the story and is known to contain a tip on the market, written in invisible ink. Frank has a round with a man "in a brown derby" over possession of the bill. Both see it at the same moment, but Frank gets it and memorizes the serial number.

This dollar brought tough luck before the good luck came. Attacks are made on young Frank to get it from him, yet he calls it his "lucky dollar." One encounter is a fierce slugging match in a taxicab while Frank is trailing "Pete", the man of the brown derby. Frank locates the lair of a gang of crooked brokers and learns of their fleecing activities. While making a business call, Frank overhears talk between an investment broker and a middle-aged German over the latter's losses on some stock. The German turns out to be Hans Dunnerwust, an old friend of the senior Merriwell, Frank's father. In the course of the story, Frank, Jr., helps Hans recover

his lost investment. A flurry in the market on "Consolidated Radio" is on. This is the "tip" inked on Frank's lucky dollar. He advises Hans to invest in this. The stock drops but regains its position and Hans cleans up, more than doubling his money. Hans is in the delicatessen business in New York.

Ralph Smith noted his return thus in *Happy Hours*, May-June 1929: "Hans Dunnerwust is back in Frank Merriwell's Lucky Dollar, Fame and Fortune 2nd April issue, 1929."

In this story, and an earlier one, are statements that Frank's home "was in the WEST", which means, in the American language, west of the Mississippi, as a rule. But on page 2 of Second Nov. 1928 issue of *Fame and Fortune*, Frank Merriwell Tackles Real Estate, you may read that Frank, Jr., "had left his Western home in Bloomfield." Then see page 5 of Second April number, 1929, Frank Merriwell's Lucky Dollar, Frank had spent his boyhood days in his "Western Home." Well, Bloomfield may be in the Western part of New York, who knows? If the same man had written all of the stories it might have been different. But the publishers were very careless and probably kept most of the old Tip Toppers from rallying around these new series by not making a closer check on what the successors of Gil Patten were doing with characters in print that had magically taken human shape (when the old master was writing, that is).

With the July 1929 issue *Fame and Fortune* shortened its title to *Fortune Story Magazine* and became a monthly. This number contained a 34 page novelette, Frank Merriwell's Crooked Tip, fifth of the series.

Ralph Smith said in *Happy Hours*, July-August 1929:

"Fame and Fortune Magazine becomes *Fortune Story Magazine* with the July issue. Now a monthly. The feature novel is Frank Merriwell's Crooked Tip, which details the adventures of young Frank, but Frank Merriwell, Senior, appears in this number as well as Harry Rattleton, Hans Dunnerwust and Roland Ditson."

Here's Harold Holmes's summary of the same story, in *Dime Novel Roundup* Sept. 1937:

"The name of the magazine was now changed to *Fortune Story Magazine*. In the issue for July, 1929, was the story, Frank Merriwell's Crooked Tip. This was of special interest because of the old characters which were introduced. Frank, Jr., is still a stock salesman. Frank, Sr., comes to New York to see him. While in the office, Hans Dunnerwust comes in and they have a great reunion. Hans is now the prosperous owner of a large delicatessen. Hans has been approached by a salesman of stock in the Eureka Television Corp. F. M., Jr., advises him to let it alone. Then Frank and his father go to call on Harry Rattleton at the plant of a huge radio corp. Harry is experimental engineer on television for them. From there, Frank and his father go to the office of the Eureka to investigate. Are shown the machine and given a demonstration." (Note: This is wrong. Frank's father did not go with him to see the demonstration, which was given by "Robert Deitzer", this being one of the aliases of Roland Ditson, the other being "J. K. Greenleaf." Remember Roland Ditson, enemy of Frank, Sr. at Yale? Had Frank, Sr. gone with his son on this trip no doubt he would have recognized Ditson at once and suspected something was wrong. As "Robert Deitzer," Ditson was head of the Eureka Co. Young Frank so much impressed by demonstration he phones for Rattles to come over). "After a careful examination Rattles says it is a wonderful machine and buys some stock in the company on the spot. Frank, Jr. gets behind the company and boosts its stock to all his friends. Hans invests \$15,000 in it. Frank and his father go to Atlantic City for a holiday. When they get back the bubble has burst. There had been a wild boom in Eureka stock and Deitzer, the head of the company, beat it with about \$100,000. Frank, Jr. lost his job and was disgraced with his customers. To clear himself he starts out to get Deitzer and recover the money. They find out

how the demonstrating machine was faked, too late. After plenty of adventures, the money is recovered and Deitzer is arrested. Deitzer (as mentioned above) turns out to be the old Yale enemy of Frank, Sr., Roland Ditson. Ditson was only out of Sing Sing a short time and he goes back for another stretch. An interesting story. The Fortune Story Magazine ran till Dec. 1929, but no more Merriwell stories."

The next and final Merriwell tales appeared in the Top Notch Magazine in 1929 and 1930. These stories started off with Frank, Jr. as a Freshman at Yale, though in the stories in Fame and Fortune, which we have just summarized, upon entering Wall Street, New York, to go in business for himself, he had already completed two years at Yale, the stories of which were never written by Street & Smith authors.

The first of the final series was Frank Merriwell, Freshman (Junior, remember) in Top Notch Magazine, long novelette of 45 pages, dated Oct. 1, 1929.

The story presents Frank, Jr. (The "Flash") as just entering Yale as a Freshman, and it has the usual clashes of Freshmen with Sophomores. Frank gets knocked out by a tough Soph, though it is done by a trick. At Yale he finds his old enemy of Clifton Academy—Kirk Barget. The latter of course starts to make Frank's life miserable and, with his cronies' help, to drive Frank out of Yale before he is fairly settled. The run of the story is football practice to line up the Varsity team for the fall games. Frank takes part in the practice, the coach trying to lay him out so he cannot make the team.

Frank is chided for not meeting again the Sophomore who knocked him out—but just wait! Frank meets a Texan at Yale who is a nephew of Brad Buckhart, and they hit it off fine. But Frank doesn't get along with his roommate, Mortimer Wright, who starts in double-crossing him with the enemies he has already made. An amusing incident is where a rooster is turned loose at Sunday morning chapel. Frank

is accused of this, though it is the Texan, "Rocky" Bowie, "The Pride of the Panhandle," who is guilty. The climax is when Frank gets waylaid and bound by his enemies, the Sophs, and with hands bound at his back, he outdoes anything a Merriwell has ever done—whips the whole set of four men by the French method of fighting with his feet—Savate!

Second of this series in Top Notch (they are all about Frank, Jr.) was Frank Merriwell's Fighting Blood, 41 page novelette, dated Oct. 15, 1929. (Tip Top Weekly #370 was titled Frank Merriwell's Fighting Blood).

Football this time, and young Frank needs wit and muscle on the gridiron and off. He still refuses to fight Bimbo Bill Curran again (Bimbo being the fellow who KO'd Frank by a trick in the previous tale) and continues his efforts to get on the Varsity team. There is plenty of opposition to Frank, "The Flash," led by Kirk Barget, his mortal enemy. Bill Curran finally goes too far and Frank challenges him to a fight. Curran has paid a shady pugilist, who runs a gymnasium in New Haven, to show him a trick to break a vertebrae, which he intends using as a last resort to cripple or kill Frank. But in the battle held in the gymnasium, The Flash makes it known he also knows that trick and the way he knocks out Curran is something to read about. Barget's sister Cynchia—who was in YOUNG FRANK MERRIWELL in Sport Story—appears at New Haven and Frank is all a-twitter over her again. (The story of their first meeting is told again and the front cover of the magazine containing this story again shows Frank in his rescue of Cynthia from the runaway horse she was riding. The same scene was shown on the front cover of Sport Story, at the time of the story's publication, with the engine almost striking them both). By continued effort and his playing ability, Frank finally gets on the football team. Even the assistant coach had fought to keep him off. "Rocky" Bowie, Buckhart's nephew, and Frank are bosom pals. The Texan, instead of owning a bronco, has a mo-

torcycle and sidecar he calls "Spit and Sputter." Cynthia kisses Frank on page 38.

Third of this series in *Top Notch* was Frank Merriwell Under Suspicion, 41 page novelette, dated Nov. 1, 1929.

This story is of the aftermath of Frank's knocking out Bill Curran. After being whipped by young Merriwell Curran loses his former friends, all of whom were enemies of Frank, Jr. Merriwell tries to befriend Curran but is rebuffed, and the latter wanders around in a daze "like a homeless dog." One night Curran is badly beaten up, placed on a railroad track, and found there by Officer Maloney (Dan Maloney, an old Tip Top character of Dick Merriwell's Yale days—see Tip Top No. 554). As far as can be learned, Frank was the last person to have seen Curran before the attack. Suspicion is cast on Frank, and he is questioned by the police.

As stated in a previous summary, Frank and his room-mate, Mortimer Wright, couldn't get along. They have a row and agree to split the blankets. In the end suspicion also falls on Mortimer and he is shown up as a first-class crook. He flees Yale with Frank and Rocky Bowie in pursuit on Rocky's motorcycle. After a bad wreck in which Wright is badly injured, he is taken to the hospital, and there, believing he will die, confesses to the attack on Curran in reprisal for the time Curran beat him up. Cynthia Barget is in the story, and alternately warm and cool toward Frank, he and her brother being such bitter enemies. With Frank kept off the football team on account of the suspicion against him, Andover Academy defeats Yale in the second game of the season, 14 to 6.

Fourth of the series in *Top Notch* was Frank Merriwell in Disgrace, 40 page novelette, dated Nov. 15, 1929.

Well, young Frank's enemies have succeeded in "downing" him. He is in bad odor with his friends on the campus, if not, so far, with the faculty. Attending a party in honor of Cynthia Barget before she leaves New Haven, Frank meets a beautiful and mysterious girl introduced as Violet Drake.

At the instigation of Kirk Barget, this girl succeeds in drugging Frank through the punch being served. He becomes ill, has to leave, is found under a street light, apparently stunk and with a flask in his pocket. It is his new room-mate, Rocky Bowie, who finds Frank, and Bowie takes him to their room.

Frank is off the football team. Thorough investigation starts. During questioning by officers in Frank's room, a detective is struck by a bullet fired through the window. The investigation goes on. Bill Curran helps out, so does Ripley Slagg, the amateur detective of the campus. Cynthia Barget turns Frank down for "Husky" Tom Waldron, the assistant coach. Partly her reason is jealousy, for Frank is "involved" with the mysterious girl of the farewell party, Myrna Queen alias Violet Drake. The upshot of all this maneuvering is that Dan Harkness, a student, is a car thief (and friend of Myrna's), and was in the plot to disgrace Frank at Kirk Barget's behest. Frank captures and exposes Harkness, known also as "Shade Fowler". Football item: The Yale Freshman team loses to St. Johns, the Yale Varsity is beaten by Georgia in a game not described. Then the Varsity defeats Brown. Front cover of this magazine shows Frank exposing Harkness, incidentally breaking the car thief's grip on Kirk Barget. Is Barget grateful? Wait . . .

Fifth in the series in *Top Notch* was Frank Merriwell's Relentless Foe, 41 page novelette, dated Dec. 1, 1929.

Instead of just one "relentless foe", the reader, after finishing this story, is hard put to decide which enemy is Frank's worst, Kirk Barget or Dan Harkness, who has been proven to be "Shade Fowler", the head of a car stealing gang. Mortimer Wright is also an enemy to be reckoned with. He has escaped from the hospital where he was thought to be in serious condition, and is aiming his threats at Frank.

After being rescued by Frank from almost certain death at the hands of Dan Harkness, Kirk Barget calls on Frank and in a left-handed manner

thanks Frank, but tells him very positively it hasn't softened his, Barget's, enmity; he will spare no pains to get Frank eventually. Frank goes for a ride into the country with Cynthia Barget, in her car. While they are having their fortunes told by a Gypsy band met on the road, the gasoline is drained from the car's tank by one of the Gypsies. Frank goes for gas and while he is gone, Kirk Barget appears and takes Cynthia back to town. Rocky Bowie comes along on his motorbike and gets Frank.

Kirk Barget tells Frank he has made Cynthia leave New Haven (he has, in fact, told her that he will kill Frank if she doesn't go). She disappears, but has not left. Frank is decoyed to a high-class restaurant by a note apparently from Cynthia. It is a trap. The Mystery girl, Myrna Queen, appears in the guise of the old woman fortune teller and warns Frank. But Dan Harkness shows up and tries to kill Frank. He and the girl escape. Kirk Barget takes Cynthia aboard a yacht in the harbor to keep her away from Frank. Ripley Slagg, the amateur detective, locates her and takes Frank to the yacht. Together they get her off the boat, after a hot fight with Harkness.

A pause here for comments by Smith, Holmes and Caldwell, which I held back because they had read and referred to the stories just summarized.

Harold Holmes remarked in Dime Novel Roundup, Sept. 1937:

"After the Fame and Fortune Magazine stories of Frank Merriwell, Jr., in Wall Street, came the Top Notch Magazine stories, and here you get some of the most interesting Merriwell stories I ever read, so far above those I have already described that there is no comparison. Here are the titles of the first five, etc." He gives the titles as I have already done.

Ralph Smith said in Happy Hours, Nov.-Dec. 1929 about the start off of the Top Notch Merriwell stories:

"Frank Merriwell, Freshman, Frank Merriwell's Fighting Blood, Frank Merriwell Under Suspicion and Frank Merriwell in Disgrace (he evidently

hadn't read Frank Merriwell's Relentless Foe yet). These novels in Top Notch, October and November 1929 issues, are by the original author of the Merriwells, and read like old time stuff."

The late Ray Caldwell said in Happy Hours, May-June, 1930:

"The series in Fame and Fortune with Frank, Jr. at Wall Street could not compare with Frank, Sr. at Wall Street back in Tip Top Nos. 611, 612, 613. The old standard was high, and the new series in Top Notch must also run high if it is to succeed. I am glad to see the new series running in Top Notch, because old Tip Top through Tip Top Semi-Monthly and Wide Awake Magazine merged with Top Notch a-way back in 1916."

Note: The adventures of Frank Merriwell in Wall Street referred to above were as follows:

Tip Top No. 611, Dec. 28, 1907.

Frank Merriwell in the Market, or, The Wolves of Wall Street.

Tip Top No. 612, Jan. 4, 1908.

Frank Merriwell's Fight for Fortune, or, Putting the Wolves to Rout.

Tip Top No. 613, Jan. 11, 1908.

Frank Merriwell on Top, or, Potting the Last of the Pack.

Sixth of the series in Top Notch was Frank Merriwell Beats the Game, 40 page novelette, dated Dec. 15, 1929.

Kirk Barget, implacable in his hatred for Frank, Jr., and determined to prevent his sister Cynthia from seeing Frank, writes his parents in an appeal to do something about it. Alone in his room after finishing the letter, he is astounded when Frank and Cynthia walk in, after she has been rescued from the yacht. Detective Lebrun, who quizzed Frank in the previous story, later was shot through the window of Frank's room, returns to question young Merriwell about his meeting Myrna Queen. He is rebuffed by Frank and tries to handcuff the latter, but the operation is reversed and Lebrun wears the come-alongs. He vows to "get" Frank.

Kirk Barget has the crazy notion of marrying Cynthia off to "Husky" Tom Waldron, the assistant football coach,

to break up her friendship with young Merriwell. Barget contacts Dan Harkness alias Shade Fowler to help him in the attempt. Myrna Queen warns Merriwell of the plot against him, but in spite of this Frank allows himself to be lured away when Cynthia writes she has been hurt in an auto accident. He is captured and held prisoner by Dan Harkness, who agrees, for a thousand dollars offered by Barget, to load Frank in a hydroplane he uses to bring in illegal liquor to New Haven and get rid of Merriwell. Ripley Slagg is on the job with his amateur sleuthing and uncovers the plot. He gets Rockwell Bowie, and the pair trap Harkness, then proceed to the boat where the wedding of Cynthia and Tom Waldron, thought up by Kirk in a haywire mood, is to be held, and prevent it.

Quote from Harold Holmes in Dime Novel Roundup, Sept. 1937:

"Kirk Barget and his sister Cynthia are very prominent all through these stories except the last three. Frank's setup with them is precisely that of the Dick Merriwell—June and Chester Arlington (setup) of Tip Top. In the Sport Story Magazine all the New Haven locations were phony, but in all the Top Notch (series) the street names, locations, etc., are all accurate and names of real places. Even to such a detail as this: Frank and a girl, Myrna Queen, were arrested in 'a movie house on Church Street, between Crown and George Streets.' And there is a movie house there now and has been for many years, two of them, in fact, one on each side of the street. Story concerns Kirk's attempt to break the friendship of Frank and Cynthia."

(Note: Frank was not really arrested. The detective took him in charge but let him go when Myrna Queen escaped).

Seventh of the series in Top Notch was Frank Merriwell at Gray Gables, 42 page novelette, dated Jan. 1, 1930.

A football game between Yale and Harvard at the Harvard Stadium. The game is almost over, with Harvard leading, 12 to 7. A Yale player is hurt (the second one that day) and the Yale

team is badly crippled. No one to put in but Frank, J., a Freshman, who by odds, fate and scheming has been kept off the team so far. The coach calls on him to get in the game. He does, and in true Merriwell style scores a touchdown in the last seconds of the game, which enables Yale to win, 13 to 12. The crowd goes wild over Merriwell. Graham McNamee, a real living person at this time—1929—broadcasts the game over the radio.

After the game, Frank and some of his friends accept the invitation of Jack Deering, a Harvard player, to attend a party at his country home in the Berkshire Hills. Frank is specially glad because Cynthia Barget will be there. The trip is made in a snowstorm that turns into blizzard proportions. Once the party of young folks are there, the story develops into a mystery yarn. The house appears to be haunted, with a mysterious clock and a bell the "props" of ghosts on a binge. An odd wrestling match comes off between Frank and one of the Harvard players, an offensive fellow, with Frank being victorious. Kirk Barget works his way to the place through stormy weather and attempts to drag his sister away from the party because of Frank. Again, in this story, Frank gets kissed by Cynthia after the wrestling match, page 33. Front cover picture shows Frank catching up with Kirk Barget as he carries Cynthia in his arms to a waiting auto.

Eighth of the series in Top Notch was Frank Merriwell's Discovery, 41 page novelette, dated Jan. 15, 1930.

A continuation and conclusion of F. M. at Gray Gables. As stated before, the house appears "haunted", and Frank helps solve the mystery of a bell ringing and a clock striking. Merriwell, who won a wrestling match with a Harvard man in the previous story, in this one engages in a fencing match with another Harvard man, and wins this also. Law officers come to the house in pursuit of an escaped convict, which interruption cuts into the party festivities. In the course of the police search, an underground tunnel is found and the convict is run out

of this and killed by an officer. It is further found to be the hiding place of counterfeit money, made at a nearby farmhouse. The mystery of the "haunted" house is disclosed in full. The old housekeeper and her son were involved in the case. Cynthia Barget was still there, so Frank was happy.

Let us see what Ralph Smith had to say of these stories we've been summarizing; from Happy Hours Magazine, Jan.-Feb. 1930:

"Gilbert Patten on Deck!

"The new Merriwell stories, which are appearing in Top Notch Magazine every issue, are real old time Merriwell stories. The real old Merriwell tales were written by Gilbert Patten, under the nom de plume of Burt L. Standish. Most of the recent Merriwell stories were not written by Gilbert Patten, but this new series which is running in Top Notch are really by Patten himself. There is no disguising his manner of writing, his characterization, and his 'Merry' style.

"In the first January number Patten's picture appears, and also a letter, such as those he wrote several times for Tip Top. According to his letter, he intends to bring back old favorites such as Old Joe Crowfoot, Cap'n Wiley and other famous characters so long neglected. If the series meets with approval, it will run indefinitely. Now, it behooves us all to write the editor of Top Notch and express our delight in seeing the master at the wheel again.

"These are new stories, never having been printed before. At present they deal with Frank, Junior, but we get a little bit of Frank, Senior, in the background; and probably will have him in person before long, as well as Dick, and their respective chums and enemies.

"The December and January issues contain, respectively, these 'Merry' complete novels; F. M.'s Relentless Foe, F. M. Beats the Game, F. M. at Gray Gables, F. M.'s Discovery. So far there have been eight published, and more to come. They are good long novels, running to forty pages or more, and complete in each issue.

"From all parts of the Union, we have received letters calling our attention to the series, and all express the idea that they are real, old-time stuff. If the editor of Top Notch gets as many letters in proportion to Top Notch's circulation, he should be flooded with them . . . Be sure to buy a copy of Top Notch and see for yourself what dandy tales the new Merriwell stories are. Right up to date too. In the first January issue, Graham McNamee broadcasts Frank Merriwell's run in the Yale-Harvard game, over the radio."

Ninth of the series in Top Notch was Frank Merriwell's Speed, a two-part story in the issues of Feb. 1 and 15, 1930.

This is a story of ice-skating at Yale. A match is arranged with a representative from the Freshman, Sophomore, Junior and Senior classes. Frank is not picked to represent his Freshman class until the student who was picked twists his ankle. It's an exciting race (Patten could tell 'em), but just as Frank is about to win, he is fouled by a skater running into him (a friend of Barget's, this one, and Kirk had bet heavily against Frank). Frank's chums, who bet on him, are busted. Now comes a game of billiards. Frank challenged by the winner of the race. Again, a good description of the billiard game. Frank double-crossed again, then the man who beat him, Foxhall North, known as "Speed Demon" on skates, meets with foul play in the pool hall. Instead of Frank, however, Barget is suspected of having a hand in it. Stung by the taunts of Foxhall North, a Senior, Frank challenges him to another race, and offers to bet \$500 on himself to win, but stipulates the winner is to give the proceeds to charity. The Senior accepts, the money is put up. Before the final race comes off, some new henchmen of Kirk Barget (one a crooked wrestler, Olin Swanson) pile on Frank in his room to cripple him so he can't win. Frank and Rocky Bowie, the former armed with a steel cane, put the toughs to rout.

As the race starts a shot from some-

where causes North to collapse. He is not very badly hurt and later it is proven the shot was meant for Frank. A look into the matter leads Frank and some of his chums to "Sailor" Tom Coffin's pool hall. Another game, between Frank and chums, and there are talking parrots which give Frank a clue to plots hatched in the pool-room. Cynthia Barget's mother appears at Yale to look after her beloved son and she is amazed to learn what he has done against young Merriwell (she is a woman of the type of Chester Arlington's mother in old Tip Top). Kirk is in the toils of the toughs because he welched on paying \$1000 offered to have Frank disabled. Yet it's Frank who rescues him (why bother, except he's still needed in the stories, and then he's the brother of Cynthia, which makes a difference—or does it?). And, oh, yes, Frank wins that ice-skating race.

Tenth in the series in Top Notch was Frank Merriwell Keeps His Vow, a three-part story in the issues of Mar. 15, April 1 and 15, 1930.

Harold Holmes said, in Dime Novel Roundup, Sept. 1937:

"Frank Merriwell's Vow was a three-part story, a crackjack. Opens with a fine description of a hockey game (Yale vs. Dartmouth). Freshman game. Frank and his friends go to the opening of a new night club in New Haven. One of the singers is Myrna Queen, with whom Frank has already had quite a friendship. Myrna sings her number, house lights are lowered. Man jumps up from table and goes to Myrna. As he reaches her, the man is killed by a knife. It looks as if Myrna had done it. In the confusion, Frank reaches Myrna, tells her she will be suspected and to beat it. This she does through a secret door to the cache of the club's bootleg liquor. The police arrive. Cynthia Barget is there with her brother and Foxhall North. To preserve her from scandal in the wild confusion, Frank gets her through the liquor cache door. Below, they find Myrna. The two girls don't take to each other at all, as they both admire Frank.

"Through another door comes Mortimer Wright, a bootlegger, who once was Frank's room-mate at Yale, but turned crook. A terrific fight takes place. Frank is the victor, and leaves with the two girls. Merriwell has been forced to leave his overcoat in the club, and believing he will be traced by it, the next day he goes to the police station to voluntarily tell his version of the affair.

"The chief of police questions him only a little and lets him go, but puts two shadows on his trail. Frank gets wise to them and several pages of fine humor follow. The stunts that Frank pulls on the two shadows are a riot (no, two riots). Myrna (is) finally arrested and (makes the statement) she killed the man. (Actually, she didn't), was trying to take the rap for Alfo, the Gypsy leader of the orchestra, who had always been like a father to her. Alfo had killed the man by throwing his knife. Myrna is released and leaves New Haven."

Comments by Ralph Smith on the last Merriwell storie sin Top Notch:

In Happy Hours, Mar.-April 1930: "Top Notch contains a two-part novel completed in both February (1930) numbers, Frank Merriwell's Speed, an ice-skating novel of about 75 pages. Starting in the March 15th issue is a three-part Merriwell novel, Frank Merriwell Keeps His Vow. No Merriwell story in the March 1st issue."

In Happy Hours, May-June 1930: "The New Merriwell series in Top Notch is hitting right along. The stories click like the old ones. Top Notch, Mar. 15, 1930, Frank Merriwell Keeps His Vow, ran for 3 issues (85 pages). Top Notch, May 1, 1930, Frank Merriwell on the Diamond, ran for 3 issues (91 pages) with the title FLAMING HATE. This is the second Merriwell story which was ever issued without the Merriwell name in the title. The first was Tip Top No. 303, Trailing the Treasure."

Eleventh in the series in Top Notch was Flaming Hate. Frank Merriwell on the Diamond, a three-part story, in the issues of May 1 and 15, and June 1, 1930.

A baseball game between Yale and Exeter. Frank is pitching, in the seventh inning, put in after Victor Quinn, a lefthander has been knocked from the box. "Husky" Tom Waldron is the catcher, accuses Frank of paying no attention to his signals. Still jealous of Frank over Cynthia Bargot. As he swings at a ball from the Exeter pitcher, Waldron slues clear around, letting the bat fly so that it strikes Frank in the head as he awaits his turn at bat. The blow causes fits of partial blindness, but Frank finishes the game, even though he loses. Warfare breaks out between the two, more bitter than ever, especially after Frank visits Waldron's room, trounces him and his room-mate.

Frank receives a letter warning him to get off the team or "suffer the consequences." Rocky Bowie is beaten up in the room occupied by Frank and himself, having been mistaken for young Merriwell. Frank announces to his enemies he is not getting off the team, wins Vic Quinn, the pitcher, to his side. Quinn admits writing the note, but denies attacking Bowie. He introduces his sister Maizie, in bad with the law, to Frank, who tells them he will help her. Victor goes to a drug store for something for Maizie's headache. Two policemen appear, and Frank and Maizie Quinn find themselves taken before "Old Squarehead", the New Haven Chief of Police. Readers of these stories all know of Frank's past connection with the old chief, and Frank is speedily released with the understanding he will be responsible for the appearance of the girl in court later. The old chief is sympathetic in spite of his reputation, arranges for the girl's final release and helps her get a job as typist.

Kirk Bargot has been responsible for the "arrest" of the girl along with Frank. The Chief keeps it out of the papers, but Bargot spreads it all through college. The Yale ball team goes to Milford for a game and is beaten. Frank is not allowed to go. Cynthia Bargot is furious at him for having sided with the Quinn girl. Kirk

goes on a spree, he and Waldron go to a roadhouse to gamble. Cynthia begs Frank to go with her to get him. At the roadhouse, Frank whips Kirk and Waldron in a fury of fisticuffs. Although Cynthia has been peeved she and Frank have a wonderful time making up. Frank and Waldron rejoin the team and are heroes in the victory over Princeton.

(Note: Re-introduced in this one above is Billy of the famous "Billy's Restaurant," whom old Tip Toppers will remember, back in the days of Tip Top when Frank, Senior, was at Yale).

Twelfth in the series in Top Notch was Red Arrow. Frank Merriwell's Speed Boat, a three-part story, in the issues of July 15, Aug. 1 and 15, 1930.

Harold Holmes had a good summary of this in Dime Novel Roundup, Sept. 1937:

"Red Arrow — Frank Merriwell's Speed Boat is the next story, in three parts, and very fine. Frank, Jr., and some of his friends go to Camden, Maine. They go from Boston on a private yacht. Have some adventures on the trip and Frank meets Gladys Cloud and her father. She sure acts like a silly kid, and as Frank said, 'she gushed like a geyser.' (Our good friend and member of our Brotherhood, Bill Burns, should read this story because several pages are devoted to something with which he is probably very familiar. And that is a description of the beauty of the view when arriving at night by boat into Camden Harbor. Past Rockland, Rockport, Negro Island Light and the view of the lights of Camden as you approach).

"That night Frank and his pals go to a dance at the club house in Camden. Frank gets a great crush on a 32-year-old girl, a reporter for a Boston paper, Judy O'Day. Next morning Frank tries out the Red Arrow, the boat he has entered in the coming speed scooter races. Then he drives out Mountain Street to the foot of Mt. Battle and climbs a cliff there, determined to scrape his initials on the face of the cliff, in the lichens and

moss, just as the Camdenites told him that his father had done, many years before. (See Tip Top No. 115, Frank Merriwell's Fist, or, Bound to Know the Truth, dated June 25, 1896). As Frank is climbing, an enemy appears at the top of the cliff, bent on making Frank fall to his death. Frank is saved by Judy O'Day.

"That night Judy and Frank foil an attempt to damage his boat. Gladys Cloud warns Frank of danger to him from her own father, a gambler who plans to crook the races. That night Frank is lured aboard a boat in the harbor and a terrific fight occurs which is particularly well described. Frank goes overboard and swims ashore. Phone call from Gladys, asking for help, and a wild auto ride ensues.

"Gladys is really the wife of Cloud, not his daughter, and has been helping him in his gambling deals but is fed up with it. Cloud arrested. Frank is torn by fascination for Judy O'Day and the realization that, owing to the difference in ages, anything more than a friendship would be the height of folly. After the race, that night on the balcony of the club house, Frank and Judy talk the situation out, and the story closes with Frank and Judy going into the club house for the evening's dancing.

"This, as far as I know, ends everything ever written about the Merriwells. And what a spot to leave them in. I shall always wonder how Frank got out of this affair with Judy and back to Cynthia Barget. It isn't the first affair he has had, and believe me, when Cynthia finds out about it Frank will be in for something and how! Cynthia was no 'fainting lily,' I assure you!"

(Note: I almost forgot: Frank gets kissed by Judy O'Day, page 121, Part 3).

The above was written in 1937. This is being done in 1961. Gerald McIntosh and I like to have everything shipshape, no loose ends left, so there is a little more to this article. That man McIntosh is an amazing mine of Merriwell information. I don't think he's ever forgotten anything he read

about them—and he can tell where, accurately. He can even spot the misspelling of the name of a minor character created in 1902 by Gilbert Patten or discover that a wrong twist has been given a situation by, let's say, a writer of articles who didn't look close enough at the original.

Since the story Red Arrow or Frank Merriwell's Speed Boat, the last of the Merriwell tales, was published in 1930, there have been published half a dozen or more Merriwell items by other publishers than Street & Smith, which are well qualified to be classed as Merriwelliana. Here they are:

The Merriwell Adventure Strip

From July 20, 1931 to July 14, 1934. Central Press Association produced a comic strip of Frank, Senior, at Fardale and Yale, which was syndicated. Most all of the old chums as well as enemies appeared in this strip: Bart Hodge, Inza Burrage, Elsie Bellwood, Manuel (Porfirio) Del Norte and his daughter, Juanita, Tom Stirling, et al. There were 936 strips drawn by Jack Wilhelm.

Frank Merriwell at Yale

A Big Little Book published in 1935. A reprinting of Strips No. 820 to 880 above. Whitman Pub. Co.

Mister Frank Merriwell, by Gilbert Patten

Cloth-bound book published by Alliance Book Corporation, 212 Fifth Avenue, New York. 1940. (Note: Strange to say, it is of record that this story of the revived Merriwells did not go over big. Few of those who had read the Merriwell stories in the past acquired or read the book. The few who did read it did not seem to like it or comment very well on it, from the brief reviews and expressions that were published).

Shadow Comics (Street & Smith)

No. 1 Frank Merriwell at College—Part I, Mar. 1940.

No. 2 Frank Merriwell at College—Part II Apr. 1940.

No. 3 Frank Merriwell at College—

Part III May 1940.

No. 4 Frank Merriwell's Vacation—
June 1940.

Mr. Merriwell

Poem by W. B. McCafferty
Dime Novel Roundup Nov. 1941.

**Gilbert Patten and His
Frank Merriwell Saga**

By John Levi Cutler. Univ. of Maine
Press 1934. A Biography of Patten
and a review of the Merriwell stories.
(A Master's degree thesis).

Frank Merriwell

A comic publication by Charlton
Comics Group, Derby, Conn. 4 issues:
June, August, Oct. 1955 and January
1956.

Merriwell vs. Fearnot

By Ralph P. Smith. In four parts.
Published in Frank Reade Library by
Frank T. Fries, Orrville, Ohio, Sept.,
Oct., Nov. and Dec. 1928.

The Man Who Beat Merriwell

By Roe Richmond. Super Sports
Magazine, September 1947. Published
by Columbia Publications, Inc., Hol-
yoke, Mass.

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NEWSY NEWS

by **Ralph F. Cummings**

161 Pleasant St., So. Grafton, Mass.

Al Jennings, the bad man of the
West, died Dec. 26, 1961, at the age
of 98. If James Wm. Martin had lived,
Al's two guns would have been his,
as Al willed them to him, but as Jim
died last summer, I don't know who
got them.

Stanley Pachon lost his dear mother
Nov. 5th 1961, at the age of 81, and
Bill Poage lost a sister.

Now on top of everything, I just
got word that Samuel Charles Spauld-
ing, Nick Carter author, died a short
time ago, at the age of 83, believed
to have been around Feb. 6, 1962. Al
Johnson sent me a small clipping from
his newspaper—funny, I didn't see or
hear a thing about it up here.

God bless all the good people that
have been taken from us, where ever
they may be, dear Lord, take care of
them always.

Benny Tighe tells us that Prof.
Goddard read the old Frank Reade
Libraries, many of our great men read
these old timers and enjoyed them very
much, even ye editor of this column
has read a lot of them, believe me,
and the latest I've been reading when
I can are by Laura Jean Libbey. Talk
about love, and mystery, and passion,
oh boy, they have it. Where in the
world she ever thought up the stories
she wrote, I don't know. But one of
the stories got me for fair, "A For-
bidden Marriage." I was walking a-
round here for days like as if I was in
a dream. And me a single man. I bet-
ter watch out.

Thanks to Carl Linville, Al Johnson,
Ralph Adimari and other for sending
me clippings and information.

Does anyone know the whereabouts
of John W. Schaefer, formerly of 1711
Water St., Olympia, Wash.? Last I
heard from him was in 1947.

Has anyone contacted Dr. H. K.
Shackleford, Conception St., Mobile,
Ala.? E. Marvin Smith says he is a
son of brother H. K. Shackleford that
wrote old dime and nickel novels.

Ken Daggett says he's been working

from morn til night, and in between, and doesn't have any time to read novels or anything else. Don't overdo it Ken, as that's bad when you do.

Rev. Roland D. Sawyer says he met the great Frank O'Brien at the New York Public Library many years ago. Mr. O'Brien had that wonderful collection of Beadles Dime Novels and story papers.

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